	i el		dun <b>a</b> on
global network nlayer authori game rule system religion gamer an alysis representat simulation lof uddosy. The Last o	ty .wDie ie .iir gc ta ԱՆՆ իև sir nc .n ը. օլre օ- Ս։ վeath ነՏԱ ct	Let's Pla angel b Its iei or ace ap O dia to la n neral tes tua	Indead with mentic meutatize on skill PVP contest po fine op se norme S incurse of the second digital trai on kp fience with ab the second digital incurse of the second digital of the second digital trai on kp fience with ab the second digital digital trai on kp fience with ab the second digital digital digital trai on kp fience with ab the second digital digital digital trai on kp fience with ab the second digital di digital digital di digital digital digital di dig

## Issue 12 (2020)

#### articles

To Dream a Game. Dreams as Interactive-Narrative Devices in Digital Games by Frank G. Bosman, 1

Towards a Monopoly. Examining *FIFA's* Dominance in Simulated Football by Aditya Deshbandhu, 49

*Paradise Lost. Value Formations* as an Analytical Concept for the Study of *Gamevironments* by Gregory P. Grieve, Kerstin Radde-Antweiler, and Xenia Zeiler, 77

Surveying the Frontier. Subjective Rendering and Occlusion in Open-World Westerns by Joshua D. Miner, 114

#### research report

Politics at *The Heart of Gaming*. A Critical Retrospective of *gamescom* 2019 by Kathrin Trattner, 144

#### interview

Interview with Luis Wong from LEAP Game Studios on the Video Game *Tunche* by gamevironments, 157

#### reviews

The Playful Undead and Video Games: Critical Analyses of Zombies and Gameplay. A Review by Antonija Cavcic, 162

Assassin's Creed Odyssey. A Review by Leonie Glauner, 169

## Interview with Luis Wong from LEAP Game Studios on the

### Video Game Tunche

by gamevironments

#### Abstract

Interview with Luis Wong from LEAP Game Studios on the video game Tunche.

Keywords: Interview, Game Developer, Tunche, LEAP Game Studios, gamevironments

**To cite this article:** Interview with Luis Wong from LEAP Game Studios on the game Tunche. *gamevironments* 12, 157-161. Available at <u>http://www.gamevironments.uni-bremen.de</u>.

# Q1: Who is behind LEAP Game Studios? When was it founded, by

#### whom, and why?

LEAP Game Studios was founded in August 2012, by four friends in their early 20's (Michael Barclay, Phillip Chu Joy, Renzo Castro and Luis Wong). We participated in a game jam together and someone offered me the chance to make a game for his company, so we started a company and made that game. We were one of the first Peruvian studios who developed a game for consoles, in 2015, and also the first one to have a game on PS Plus. Also, we were the first ones who signed a contract with a publisher for an original IP game and we hope we can release it on all platforms. 157\_

# Q2: What is the idea behind your video game *Tunche*? What is unique about it?

*Tunche* (forthc.) is a beat'em up you can play with up to four players, alone or in coop mode. We want to make an action game that has a different setting, in this case the Amazon jungle. We think it's unique in the sense that it uses hand drawn animation and we've put a lot of emphasis on combat mechanic, all while having the game set in the Amazon rainforest. Also, it's probably the biggest independent game made in Peru.



Figure 1. Art Work *Tunche* © LEAP Game Studios.

*Tunche* is an Amazon rainforest monster, a myth, that haunts people entering the rainforest. We wanted to give a different meaning for it, that will be displayed along the adventure. Most of the elements of gameplay are also deeply connected with myths and folklore from the Amazon. We took some licenses but the inspiration comes directly from it.

# Q3: In *Tunche* your journey leads you through the Amazon Rainforest and you meet fantastic creatures on your way. Was there a specific reason you choose this hand-drawn art style and setting for *Tunche*?

We wanted to have polished graphics to differentiate from other games of the genre. Also, our artists were specialized in this type of animation, so we didn't want to try something else. It's important as we wanted to have a nice representation of the Amazon rainforest.



Figure 2. Tunche © LEAP Game Studios.

Additionally, to this unique representation of the Amazonian rainforest, the players will learn more about Peruvian and Latin American legends and myths during the game. For example, one playable character is Rumi, who was chosen from her tribe as spiritual leader and is looking for *Tunche* in the wilderness of the Amazonian jungle. Another one is the mythical creature Boutu, a giant dolphin you have to fight during the game.

## Q4: Why did you decide to launch a Kickstarter Campaign to fund

#### the game?

Primarily for visibility. We already had the funds for making the game from our publisher but we wanted to see if the game was attractive to players. Also, some extra funds would help us to make the game better than we could with the initial budget.



Figure 3. *Tunche* © LEAP Game Studios.

# Q5: What does the Peruvian video game development scene look

#### like?

It's pretty small, less than 10 studios working 100% on games. We know each other well and hope there are great games coming soon from Peru. We hope that with this game, and through interviews like this one, more people will know about our game and about the game developer scene in Peru.



Figure 4. Tunche © LEAP Game Studios.

# Q6: In what way do you decide on new endeavors, f.e. do you follow an established process regarding how you formulate your projects?

We have a standardized process, anyone can pitch at any moment but there are gates: pitch, prototype before pre-production and then a vertical slice before going to production. Right at the moment, *Tunche Arena* (2019), a free standalone version of the upcoming game, is available on Steam.

#### References

Tunche Arena, 2019. [video game] (Microsoft) LEAP Game Studios, HypeTrain Digital.

*Tunche*, (forthc.) [video game] LEAP Game Studios, HypeTrain Digital.

161\_